

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (currently amended) A feedback assembly for computer games, the feedback assembly comprising at least one wearable electrode unit for delivering stimulation signals in the form of electrical pulses to stimulate muscles of part of a players body, the at least one wearable electrode unit being adapted to attach to a part of the player's body, wherein the at least one wearable electrode unit is adapted to deliver to the player stimulation signals in the form of electrical pulses in response to activation signals received from a computer gaming device at predetermined times to represent events occurring in an activity involving the player, wherein the electrical pulses are delivered to the adjacent skin of the player thereby to stimulate muscle tissue and evoke an involuntary muscular response, and wherein the electrical pulses are controlled to vary the stimulation signals delivered by the at least one wearable electrode unit to simulate different events occurring during the activity involving the player.

2. (previously presented) The feedback assembly as claimed in claim 1 wherein the at least one electrode unit is adapted to deliver stimulation signals at predetermined times corresponding to the times at which feedback signals are received by a data processor with the feedback signals representing events occurring in the activity.

3. (previously presented) The feedback assembly as claimed in claim 1 wherein the predetermined times correspond to the times during the activity during which the player receives a simulated impact.

4. (previously presented) The feedback assembly as claimed in claim 1 further comprising an input device for receiving the activation signals from a data processor used for controlling an activity involving the player.

5. (canceled)

6. (currently amended) The feedback assembly as claimed in claim 1 wherein the at least one wearable electrode unit comprises a casing with one or more electrodes on an inner surface thereof for delivering the stimulation signals in the form of electrical pulses to the adjacent skin of the player thereby to stimulate muscle tissue and evoke an involuntary muscular response at ~~to stimulate muscles of~~ part of a players body.

7. (canceled)

8. (previously presented) The feedback assembly as claimed in claim 6 wherein the casing is adapted to wrap around the player's limb.

9. (currently amended) The feedback assembly as claimed in claim 1 wherein the player's response to stimulation signals is able to be recorded and processed so as to allow adjustment of the intensity of stimulation signals delivered to the player ~~at least one wearable electrode unit comprises a strap and hook and loop system for facilitating attachment to a part of the player's body.~~

10. (currently amended) The feedback assembly as claimed in claim 1 ~~[[9]]~~ including a plurality of wearable electrode units each having at least one electrode which is able to deliver stimulation signals independently of each other electrode, wherein the plurality of wearable units are

configured to be worn at discrete locations on the player's body thereby to stimulate muscle tissue and evoke involuntary muscular responses at those locations on the player's body.

11. (currently amended) The feedback assembly as claimed in claim 1 comprising a transcutaneous electrical neural stimulation device for controlling the stimulation signals wherein the at least one wearable electrode unit is wired to the gaming device.

12. (currently amended) The feedback system as claimed in claim 1 wherein the electrical pulses have the following characteristics:

12-80 volts;

40-100 microsecond pulse width; and

2 to 221 Hz ~~including an interface unit which includes a signal generator.~~

13. (previously presented) The feedback assembly as claimed in claim 1 including an interface unit which includes a signal generator.

14. (previously presented) The feedback assembly as claimed in claim 13 wherein the unit comprises a housing with at least one feedback assembly input port for receipt of the activation signals from the signal generator.

15. (previously presented) The feedback assembly as claimed in claim 14 wherein the interface unit includes accessory input and output ports and a data processor output port for connecting the interface to a data processor.

16. (previously presented) The feedback assembly as claimed in claim 15 wherein the accessory input and output ports are adapted to connect the interface unit to at least one controller for controlling operation of the data processor.

17. (previously presented) The feedback assembly as claimed in claim 16 wherein the interface unit is adapted to be connected to a computer console of a computer game.

18. (previously presented) The feedback assembly as claimed in claim 14 wherein the interface unit includes a data processor for producing a computer generated activity on a display device.

19. (previously presented) The feedback assembly as claimed in claim 18 wherein the signal generator is adapted to be controlled to vary a parameter of the stimulation signals so as to vary the stimulation signals delivered by the at least one wearable electrode unit to simulate different events occurring during the activity played by the player.

20. (previously presented) The feedback assembly as claimed in claim 19 wherein the stimulation signals vary in amplitude in direct proportion to the amplitude of the feedback signals.

21. (canceled)

22. (currently amended) A feedback assembly for computer games, the feedback assembly comprising at least one wearable electrode unit, wherein the at least one wearable electrode unit includes a transcutaneous electrical neural stimulation device ~~one or more electrodes~~ for delivering stimulation signals in the form of electrical pulses for stimulating muscle tissue in the player, wherein the electrical pulses are delivered to the adjacent skin of the player thereby to stimulate

muscle tissue and evoke an involuntary muscular response, wherein the stimulation signals electrical pulses are delivered to the player in response to activation signals received from a computer gaming device at predetermined times to represent events occurring in a gaming activity involving the player, such that the player's involuntary muscular response is simulative of the events occurring in the gaming activity involving the player, wherein the electrical pulses have the following characteristics:

12-80 volts;

40-100 microsecond pulse width; and

2 to 221 Hz;

wherein the electrical pulses are controlled to vary the stimulation signals delivered by the at least one wearable electrode unit to simulate different events occurring during the activity involving the player.